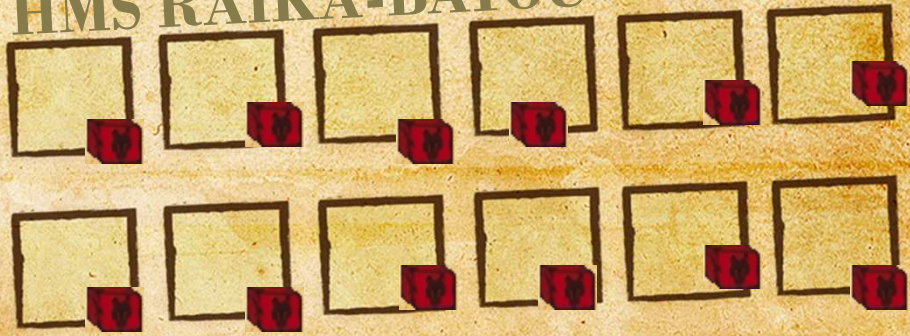


Scenario

Answering her distress call you travel for days to find the HMS Raika-Bayou wrecked upon a strange island, it's crew and cargo missing. Can you find and rescue the crew while fighting off hostiles from the neighbouring islands.

HMS RAIKA-BAYOU



Bullets: another two for the pistol..



Ships Biscuits: Proxy pawns may share food as well (but only with other proxy pawns)..



The Captain. Take a red Pawn. Treat him like an officer but he may ignore one wound per day.



Sympathiser: Ignore one

1 2 3



Crewman: Gain a proxy Pawn. It may not lead actions of any type. Must eat during the night phase or die. Any wounds will kill them.

4



Officer: Take grey - brown - grey pawns in that order. These pawns may lead actions of their colour or perform them on their own (they may take part in other actions but not lead). If they lead an action they treat wound symbols on dice as '?'. Any wounds taken as a result of other effects will kill them. These pawns may share one food between them should you have more than one of them, but like proxy pawns will take a wound (and die) if they do not eat.

5



6



Goal of the Scenario

To Rescue the crew of the Raika-Bayou; defeat the hostiles and escape with your own crew intact. Continue playing even if you lose characters. If all tile are explored and you have not found the captain you may leave.

Setup changes

The pistol must be one of the starting items and the cellar as one of the random invention. Use the wrecked boats starting event. The soldier may be used in any game.

Attacked in the night.

Immediately draw a random hunt card from the stock and fight it. The first player takes all wounds from the result. If they did not take a wound set the card aside.


Victory Points

+1 for each pawn remaining alive (including all player pawns)
-5 for each dead player.

1VP for each health.
2VP for each hunt card aside.
2VP for each Crewman found
4VP for each Officer found
6VP for finding the captain

PISTOL CHARGES REMAINING

WATCH

+2 
until the next morale phase.
Multi-build

Gather Action

SALVAGE

Take any one starting item from the supply. Action can only be taken once even if failed.